WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or MEMORY CARD slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

Customer Support Information

Internet Support

To access information about Disney Interactive console games on the World Wide Web, point your browser to www.disney.go.com/consolesupport. You may also email a Disney Interactive Customer Support representative at console.support@disneyonline.com.

Game Hints and Tips

Game hints and tips are available on the Disney Interactive Customer Support Web Site. To access Game Hints and Tips on the World Wide Web, point your browser to www.disney.go.com/consolesupport. If you do not have Internet access, please contact us with your request at the address below. When writing please include your name, address and day time phone number.

Mailing Address

If you wish to write to us, our address is: Disney Interactive Customer Support, 500 South Buena Vista Street, Burbank, CA 91521-8139.

Telephone Support

You may contact Disney Interactive Customer Support at (866) 252-8108. Our Customer Support staff for the US and Canada is available Monday through Friday from 7:30 a.m. to 5:30 p.m. (Pacific Time).

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Please contact us by telephone through your local relay service. Customer Support staff for TTY/TDD users is available Monday through Friday from 7:30 a.m. to 5:30 p.m. (Pacific Time). Our toll free number is (866) 252-8108.

Replacing a Defective or Damaged Compact Disc

If you have purchased a defective compact disc that is cracked, chipped, scratched or broken, we will replace it at no charge within 90 days from the date of purchase with receipt. Please note that there will be a $10.00 fee to replace a user-damaged disc. Please call the number listed under Telephone Support for additional assistance.

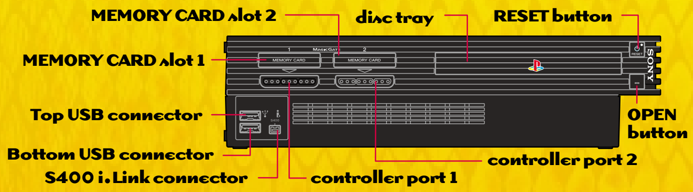
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SETTING UP YOUR CONSOLE

Set up your PlayStation® 2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON.

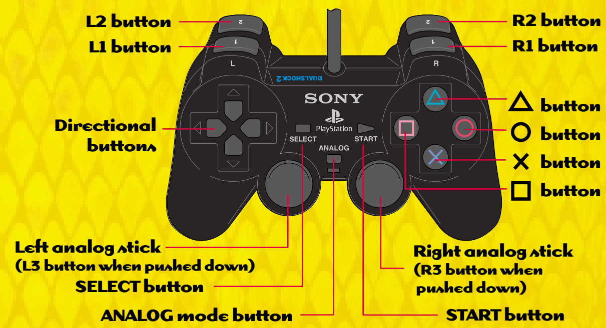
Press the STANDBY/RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the **Disney/Pixar's MONSTERS, INC.** disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close.

Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.



MEMORY CARDS

To save game settings and progress, insert a MEMORY CARD (8MB) (for PlayStation® 2) into MEMORY CARD slot 1 of your PlayStation 2 computer entertainment system. You can load saved game data from the same card or any MEMORY CARD containing previously saved games.

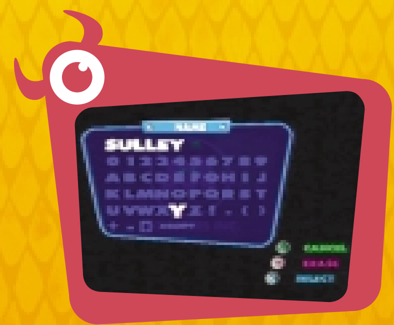


STARTING UP THE GAME

1. On the Title screen, press the START button.

2. On the Name Entry screen, name the file where **Disney/Pixar's MONSTERS, INC.** game data will be saved. Press the Directional button to highlight a letter or number and press the ✕ button to enter it.
   - If you want to erase an entry, press the □ button.
   - To create a space, select the square icon and press the ✕ button.

3. When you have the name the way you want, highlight ACCEPT and press the ✕ button to create your file and continue to the Main Menu.



Note: You can press the △ button and cancel name entry, but a save file will not be created and any game progress will not be saved.

DISNEY/PIXAR'S MONSTERS, INC. DVD IS LOADED WITH EXTRAS!



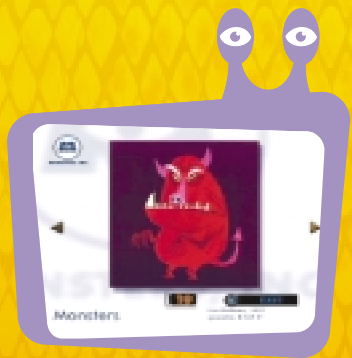
Meet the Hilarious Director, Producers and Artists Who Created the Movie Monsters, Inc.



Take a Tour of Pixar Studios.



Be Sure to Come Back and See the Movie Clips You Have Won.



See Some Wild Early Ideas of How the Monsters, Inc. Characters Should Look.

To check out all the fun, select "EXTRAS" on the Main Menu and press the ✕ Button.

CONTROLS

Menu Controls

Pause game	START button
Select menu item	Directional button
Confirm menu selection	✕ button
Previous screen	△ button
Move through dialog boxes	✕ button

SULLEY CONTROLS

Note: The controls below are for Controller Setup #1. You can change the controls on the Controller screen of the Options Menu.

Move	Left analog stick
Scare	□ button
Jump	✕ button
Jump, grab and pull up	✕ button + Left analog stick [↑]
Bouncy Box Double Jump	✕ button + ✕ button on Bouncy Boxes ONLY
Smash with Tail Whip Attack	○ button
Talk/Activate hint	△ button
Push object	△ button
Hide & cover face	R1 button
Sneak	R1 button + Left analog stick
Get/Drop Boo	○ button
Look around	R2 button (hold) + Right analog stick
Move camera	Right analog stick
Reset camera to behind Sulley	L2 button

THE SECRET LIFE OF MONSTERS

As sleep falls across the world, children lie in bed just waiting for monsters to pop out through the closet door and scare them silly. Monsters don't really want to scare little kids. They just need the scream.

Each child's scream is collected by Monsters, Incorporated, the biggest scream processing factory in Monstropolis. All of Monstropolis is powered by scream energy; every TV, every car, every light bulb.

Monsters, Incorporated has a file on every child and every closet door in the human world. Every night, doors are selected from a huge door vault and elite Monsters, Incorporated Kid Scarers sneak through closet doors and scare kids until they scream. Meanwhile, special scream extraction equipment captures every screech for processing. But Monstropolis is having a power shortage. These days, kids are harder to scare, resulting in less screams. Monsters, Incorporated CEO, Henry J. Waternoose is always looking for ways to increase scream production.

The top Kid Scarer at Monsters, Incorporated is a huge furry monster with horns named James P. Sullivan. His friends call him Sulley. Everyone in Monstropolis admires scarers and everyone loves Sulley. His best friend is Mike Wazowski, a fast-talking, one-eyed little green monster who runs the scream equipment and closet door when Sulley goes on scare missions. Sulley and Mike are celebrities and at the top of their game. But the tables are about to be turned. The monsters are about to be scared out of their wits.

One secret that children don't know is that monsters are terrified of them. What gives every monster goose bumps is the risk of direct contact with a human child. Kids are toxic! Humans must never cross into the monster world.

Catastrophe strikes when Sulley accidentally lets a cute little girl named Boo slip through her closet door into Monstropolis. Sulley and Mike's perfect lives come crashing down as they frantically try to return the girl back to the human world.

Now you and Sulley have to rescue the future of Monsterkind, uncover a sinister plot and get Boo back to bed where she belongs.



THE MAIN MENU

Start a new game, set options or enjoy some extra fun. Press the Directional button [↑ / ↓] to highlight an item and press the (X) button.

PLAY GAME

New Game

Start a new **Disney/Pixar's MONSTERS, INC.** game from the beginning.

Continue

Continue playing a saved game.

Select Player

Select a different saved game to continue playing. Select the file name of the game you want to continue and press the (X) button.



Level Select

Revisit Levels and Bonus Levels you have previously completed. Levels you have not completed are locked.

1. Highlight LEVELS or BONUSES and press the (X) button.
2. Press the Directional button [←/→] to select a level. Press the (Circle) button to view scoring information for the selected level. To enter the level, press the (X) button.

On the Level or Bonus Select screen, press the (Circle) button to view your information for any level or bonus you have selected.

GAME OPTIONS

Press the Directional button [↑ / ↓] to open a game option. When you are finished, press the (Triangle) button to close the Options Menu. You will be prompted to save your settings. Select YES and press the (X) button to save your settings.



Audio Options

Press the Directional button [↑ / ↓] to select an audio option and press the Directional button [←/→] to change a setting. Press the (Square) button to reset everything to the default. When all the settings are the way you want them, press the (X) button.

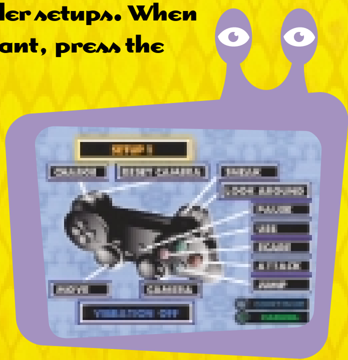


Volumes — Change the volume settings for Music, SFX (Sound Effects) and Speech.

Stereo — Turn Stereo ON/OFF based on your television's sound system.

CONTROLLER

Controller Setup — Press the Directional button [←/→] to select one of the controller setups. When you have the setup you want, press the ⓧ button.



Vibration Function — Press the Directional button [↓] to highlight VIBRATION and [←/→] to turn the vibration function ON/OFF.

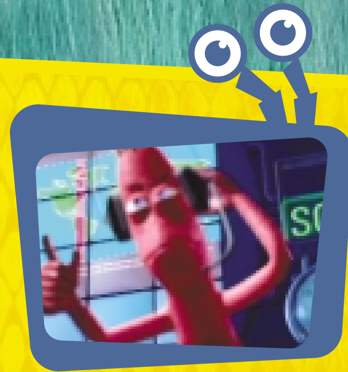


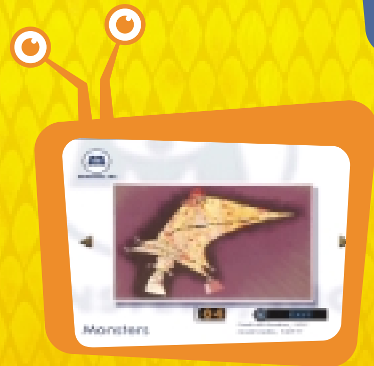
Center Screen

Press the Directional button to center the target image and press the ⓧ button.

View Trailer

Check out the preview for Disney/Pixar's **MONSTERS, INC.**





Concept Art

Press the Directional button [←/→] to view the art. Press the ⓧ button to close the screen.

EXTRAS

Movie Clips

Come here to view your movie clips from Disney/Pixar's **MONSTERS, INC.** Press the Directional button [←/→] to select a movie clip and press the ⓧ button. You win movie clips by winning bonus levels as you progress through the game. Movie clips you have not won yet are locked.



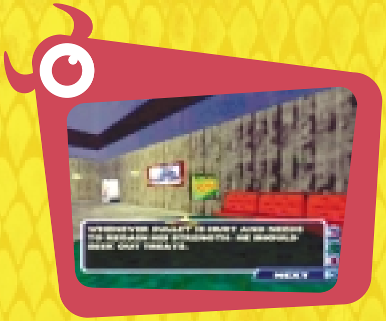
Pixar Tour

Press the Directional button [←/→] to select one of the tours and press the ⓧ button. Press the △ button to stop watching a tour and return to the tour screen.



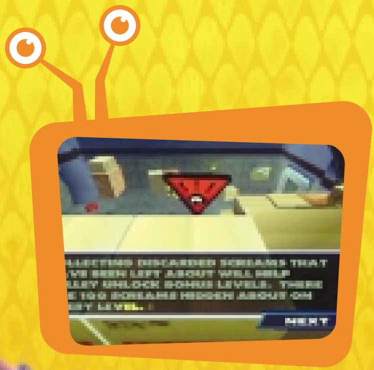
MONSTER HEALTH METER

The Monster Health Meter is on the lower left side of the screen and shows Sulley's health level. When Sulley gets hurt, one point disappears from this meter. If Sulley loses all five health points, he must retry the given challenge. To replenish the Monster Health Meter, find Treats or Health Icons.



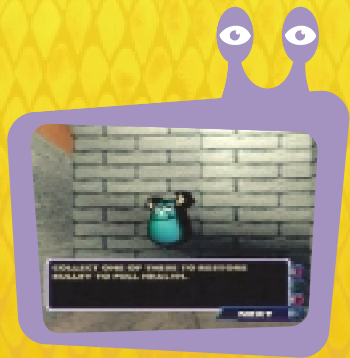
TREATS

Being scary is dangerous work and Sulley can get hurt. To regain his strength Sulley needs Treats. Find these throughout the game.



DISCARDED SCREAMS

Grab as many of these as you can to help you open bonus levels.



HEALTH ICON

Find one of these to restore Sulley to full health.



BUTTON PROMPTS

Button prompts help you know what button to press at certain times. When you draw close to something that requires a certain button press, the prompt will show which button you need to use.



PLAYING THE GAME

Take Sulley throughout Monstropolis. You must save both Boo and Monstropolis. Most every other monster admires Sulley and will help him. The only exception is Randall, who is jealous of Sulley's top scarer status and will do anything to sabotage his efforts.



KEYS

You must find keys to open important doors. When you discover a door that needs a key, start looking around. When you find a key, it will be hovering and spinning over the floor. You have to figure out how to grab it.



MISSING SCREAM CANISTERS

Collect these to earn half of the Top Scarer Award. Win it and you are half way to viewing a Bonus movie clip. Scare the five monster mice for the second part of the movie.

SCARING MICE



When you find mice, scare them by pressing the ■ button. When you scare the first mouse, the timer will begin ticking down. Scaring all five mice within the time limit is one part of earning a movie clip to view on the Movie Viewer.

CHALLENGES

When the Challenge Icon appears on-screen, you must perform a task. The task will be described for you. The Challenge Icon will appear over the Monster Meter until you complete the challenge.

LOOKING AROUND

- To view up, down and all around, press and hold the R2 button and press the Right analog stick.
- To swing the camera around Sulley, press the Right analog stick.
- To quickly return the camera to behind Sulley, press the L2 button.
- If you want to really get a view of everything, find a high vantage point.



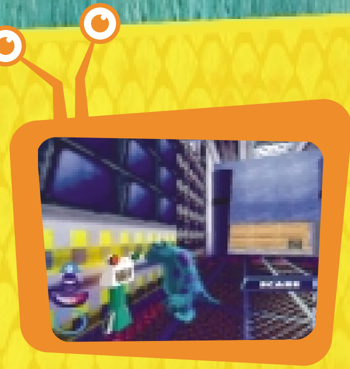


TALKING

Almost everyone in Monstropolis wants to help. Walk up to them and press the ✕ button to talk to them. Press the ✕ button again to move through the dialog screens.

SWITCHES

To activate switches, scare them with a press of the ■ button.



HINTS

A question mark hovering in the air is a hint. Walk under it and press the △ button to receive valuable information.



BONUS LEVELS

Screams are your ticket to unlocking a Bonus Level. Collect enough discarded screams to see if you can unlock all five Bonus Levels!





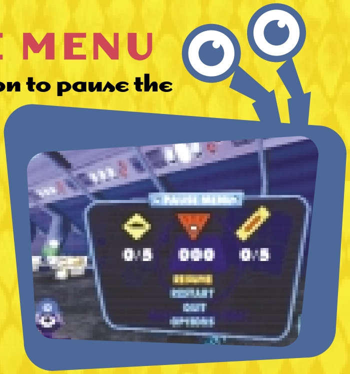
BOUNCY BOXES

If you are having trouble getting to high places, look for a bouncy box. Jump on the bouncy box to shoot up into the air. Hit the Jump Button twice to jump really high!



THE PAUSE MENU

Press the START button to pause the game and display the Pause Menu. You can see how many Discarded Screams, missing Scream Canisters, and the current mouse scaring record on the Pause Menu.



Press the Directional button [↑ / ↓] to select a menu item and press the (X) button.

Resume
Return to play.

Restart
Restart the current level.

Quit
Stop playing and return to the Main Menu.

Options
Change sound settings and turn the vibration function ON/OFF. Press the Directional button [←/→] to change a setting.

THE END OF LEVEL INFO SCREEN

When you perform all the challenges in a level, the Info Screen appears.

On the Info Screen you can see:

- Your best mouse scare time for five mice (if you got all five)
- Missing Scream Canisters collected
- Your total Discarded Screams collected





THE MONSTERS

SULLEY

James P. Sullivan is the top scarer at Monsters, Incorporated. Beneath the furious fur, and voracious fangs is a sweetheart of a monster.



MIKE

Mike Wazowski is Sulley's best friend and coach. He is a one-eyed monster with boundless energy and a heart of gold. If you have a question, keep an eye out for Mike and talk to him (⊗ button) to get great gameplay advice. He'll keep an eye out for you too.



RANDALL

Randall wants to be Top Scarer, so there is no way he'll ever lift a finger to help Sulley. But you can bet he'll try every trick he can to mess things up for Sulley. Look out because Randall cheats.





MR. WATERNOOSE

Mr. Henry J. Waternoose is the CEO of Monsters, Incorporated. His family has presided over the corporation for many generations. Mr. Waternoose is looking for ways to solve the scream shortage that has been threatening the power supply in Monstropolis.

BOO

Boo is a curious and friendly little girl from the human world who slips through her closet door to invade Monsters, Incorporated. She will spread panic throughout Monstropolis. There is only one monster who really scares her and his name is Randall.



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